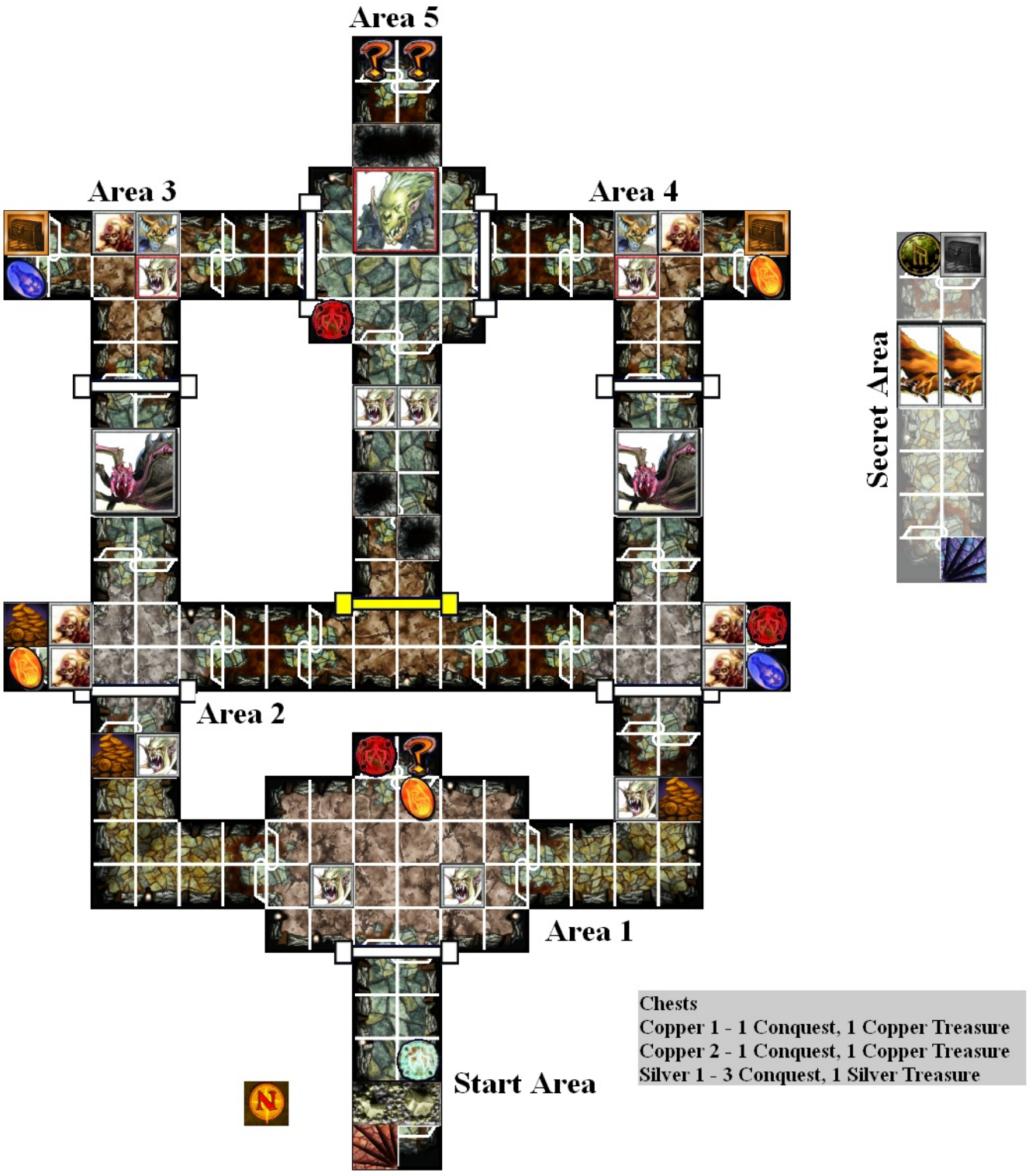

Chests
Copper 1 - 1 Conquest, 1 Copper Treasure
Copper 2 - 1 Conquest, 1 Copper Treasure
Silver 1 - 3 Conquest, 1 Silver Treasure

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The Bearers Shield

By Bryce Aldridge

Quest Background

As you enter the ancient halls of the once mighty dwarven cavern city of Kah'rindel You soon realise it is not as grand and welcoming as the Dwarf at the last tavern said it would be. Dwarves scurry to and fro in the cavernous hall seeming oblivious to you, carrying supplies and weapons and always with a hurried and panicked look on their face. To the tavern it is then! As you enter the cavern and take a glimpse of the roughly hewn stone walls, you notice it is virtually empty, but for one Dwarven warrior. "Ah, mercenaries! I have a proposition for you! As you may see, our once mighty underground city is in panic." The dwarf rubs his beard and looks you up and down questioningly."Almost all of our halls have been overrun by an Ogre Magi and his retinue of Beastmen and we lack the soldiers to push him back, he has claimed the Shieldbearer chamber as his throne and declares the halls he has conquered as his onw kingdom." The Dwarf pours you and your companions a tall mug of Ale each. "We need you to reclaim the Bearers shield, it is an important artefact to us, as it was the shield that carried our first king from the field of battle when he died, with it more Dwarves will rally to our aid!" He hands you a map to the Shieldbearers Chamber and says "I'll reward you handsomely with dwarven gold if you complete this task for us."

Quest Goals

The Dwarf you met in the Tavern calls himself Gryxx, an Ironbreaker, the highest order of Dwarven warriors. He shows you the way through the barricade set up at the stairway leading towards the Shieldbearers Chamber. To complete this quest the heroes must reclaim the Bearers Shield which is defended by a fearsome Ogre Magi! If you can locate and activate the ancient transport glyphs you may be able to transport to the Dwarven Halls if need be. If you run out of conquest tokens you will fail the Quest. You start with 8 conquest tokens.

The Shield Bearers Halls are at the farthest part of the Great underground Halls of Kah'rindel from where the Ogre Magi and his army invaded, and as such is one of the more sparsely defended areas. The Overlord may only spawn new monsters once in each area of the dungeon, and is allowed a maximum of 4 spawns.
If playing this quest with any of the campaign rule sets out there, replace the silver treasure in the secret area with a copper treasure, this is up to the players discretion.

Area 1

This chamber is a roughly hewn dirt floored Cavern. Faint drips of water can be heard on the floor. Two runes are carved into stones on the wall across from the door, from around the turns you can hear the snarls of beastmen sentries.

If a hero ends his movement on the encounter token in this Area, Read the following:

Upon this wall are three runic diagrams of two different treasures. They seem to be carved into raised stones like buttons. Above them is written, "Dwarves value treasure over anything else, The most valuable of these treasures will lead you to paths unseen."

The overlord chooses two shop item cards, the heroes are not allowed to know which two items the overlord has in his hands. The heroes must then choose one of the two unseen cards (The overlord could hide them under his hands) and if they choose the more valuable of the two items (the one with the highest price) then the encounter token is replaced with a blue staircase leading to the secret area, if they do not choose the correct card read the following:

You press one of the stone buttons into the wall, as you do this the other disappears into the wall also, after waiting a few moments, nothing happens....

The overlord is now automatically allowed to play a card from his hand, even a spawn card (This spawn card does not count towards the maximum limit of spawns for this quest).

Area 2

You enter a strangely shaped hallway, and in the gloom of the culverts at each end you can make out the shape of shuffling bones and the stretching sound of sinews. The walls and floor seem to be covered in a thick webbing. Across from you is a large and heavy framed door with gold runic engravings and markings.

Area 3

As you enter the corridor, you hear the snarls from a small group of monsters. You get the distinct feeling you're not welcome here...

Area 4

As you enter the corridor, you hear the snarls from a small group of monsters. You get the distinct feeling you're not welcome here...

Area 5

You can see just over the shoulders of the massive ogre at the end of the room the Bearers Shield standing upon a great ornamental plaque. "Foolish thingses you is!" The Ogre growls, "Gorgul will have your skulls for his staff!". This Gorgul, must be one of the Ogre Magi. To claim your victory you must capture the Bearers Shield.

The heroes must capture the Bearers Shield to win. Gorgul has is a master Ogre with an additional 4 wounds, and 1 armour. Gorgul also has the Sorcery 1 ability. The heroes do not have to defeat Gorgul to win.

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Secret Area

This dank hallway seems to blister with the heat of hell itself. You here the deep eerie growl of Hellhounds in the darkness.

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